

Fig. 1

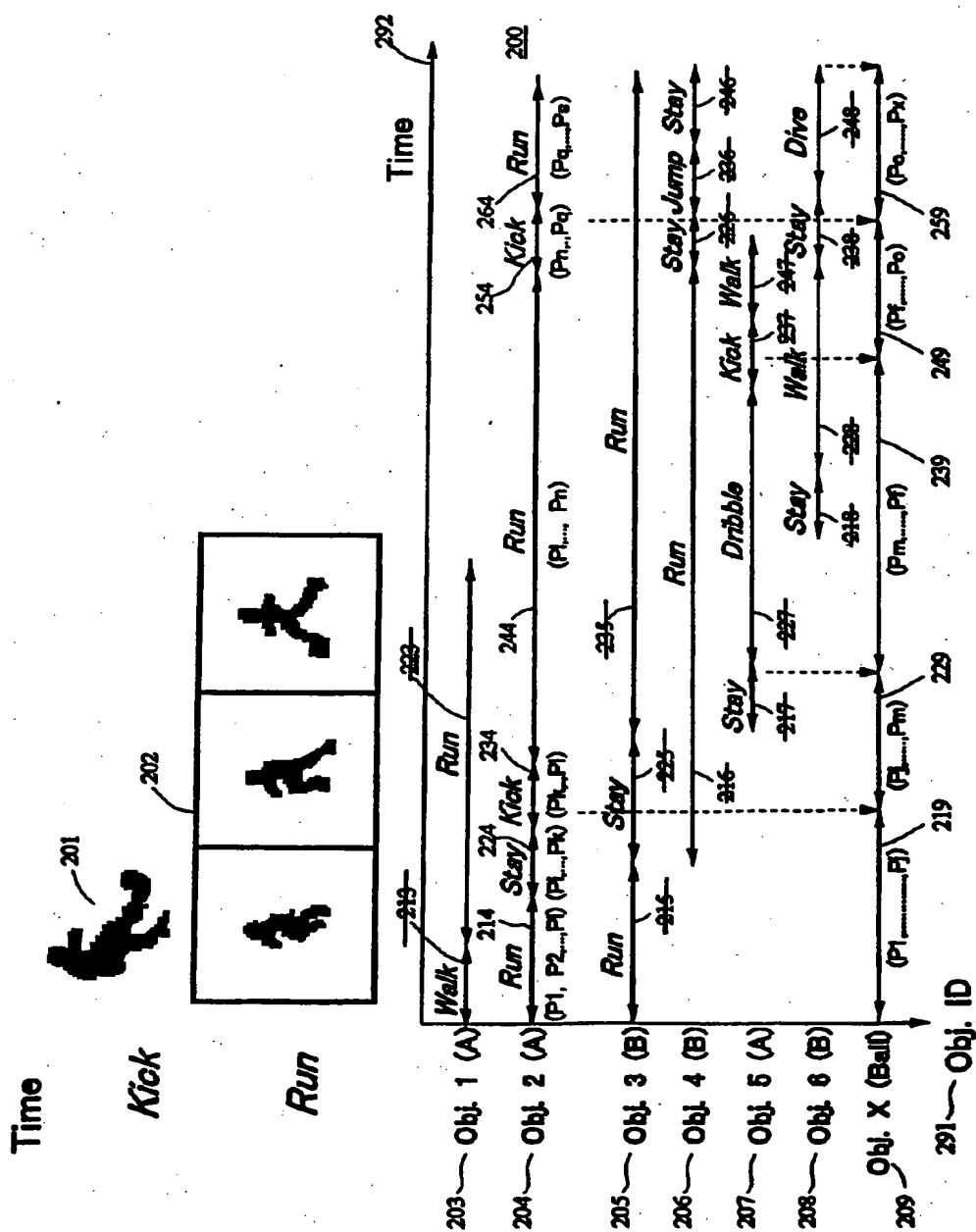


Fig. 2

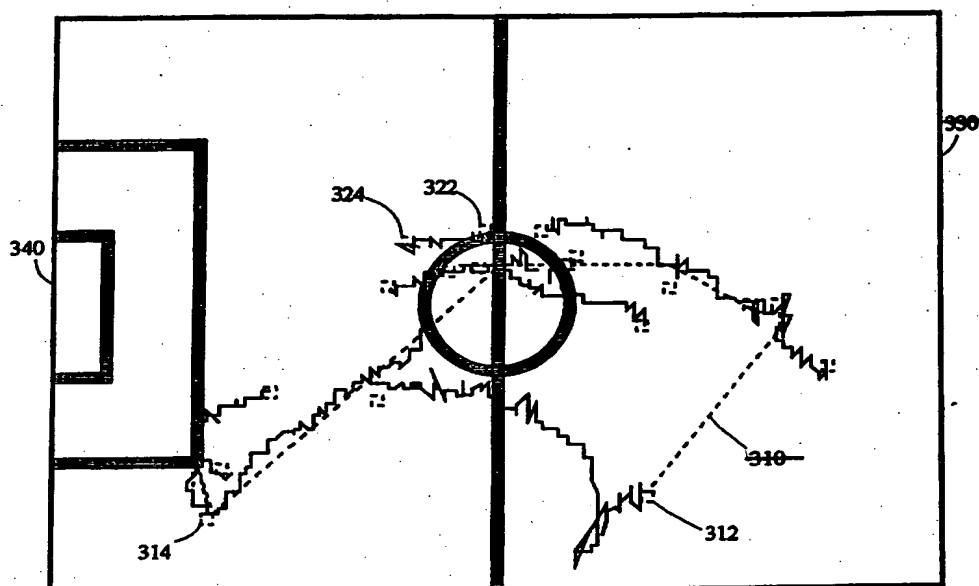
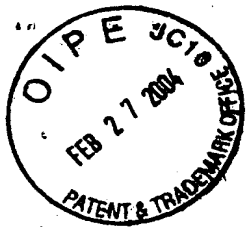


Fig. 3

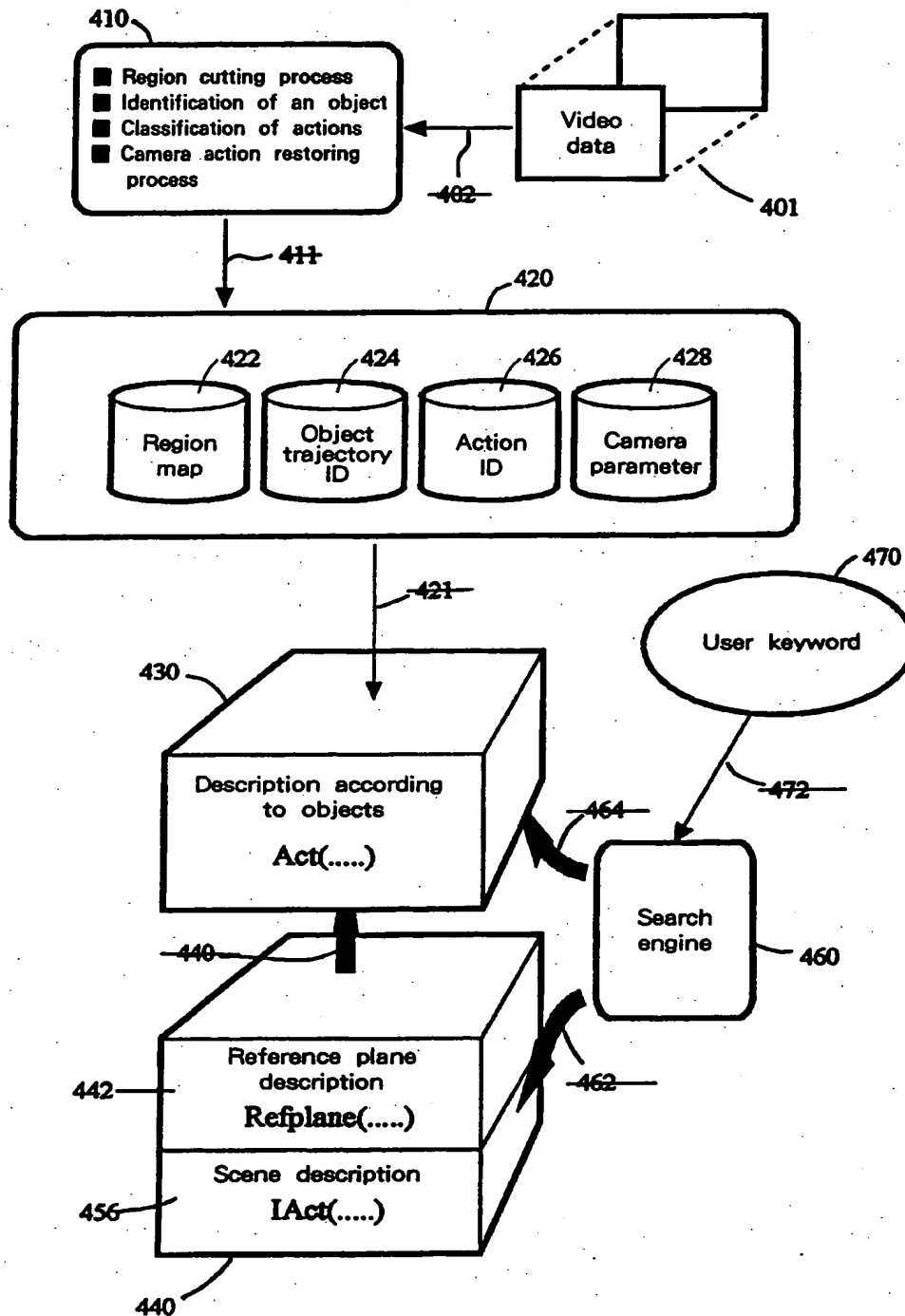
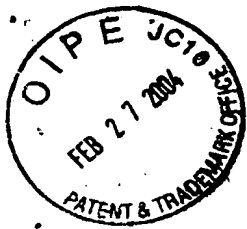
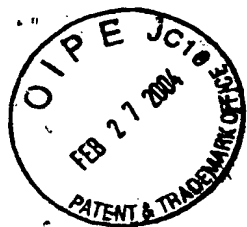


Fig. 4



Who? When? Location? Action?

Fig. 5


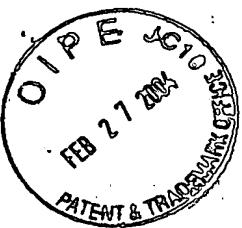
Who? When? Location? Action?
Search result
Number of matching scenes = 1


Fig. 6



[Table 1]

Description of Reference plane:

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Reference plane::= Model of the ground

<Ref ID>	text	-----	Name of reference plane
<Plane>	coordinates	-----	Center of the Area (e.g. (0,0))
<Metric>	array of numeric	-----	define transformation (e.g. 3×3 matrix for Affine transformation)

Description of Zone Description:

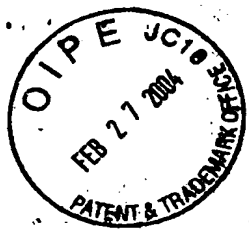
Zone Description::= Define meaningful space on the ground

<Zone ID>	text	-----	Identified the zone on the ground (e.g. Goal, Center line)
<Space>	space desc	-----	define the space on the ground

Description of Camera Spec (option):

Camera Spec::= Define camera model

<Camera Type>	text	-----	Identify camera model
<Param Array>	array of numeric	-----	define model transformation



[Table 2]

Description of Action:

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Action:: Describe single player's action

<Action ID> text

----- Action Symbol (e.g. Run, Kick Walk, etc)
(text representing types of actions)

<T-Interval> time interval

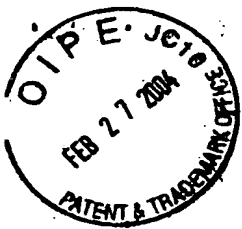
----- Time Interval of this action (represented
by starting and ending times)

<Object ID> numeric

----- Object Identifier (object of this action)

<Trajectory> Time Stamped Polyline
(a line with a time attribute of each node)

----- Trajectory of the player in this action
(trajectory of an object on reference plane
in the time interval of this action)



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[Table 3]

Description of IAction:

IAction::= Meaningful event in the domain, composed of multiple players and ball

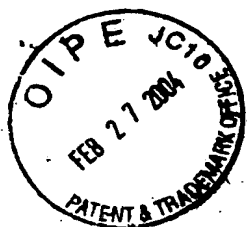
<IAction ID> text ----- Event Symbol
(e.g. Shot, Pass, Through Pass, etc)
(text representing types of events)

<T-Interval> time interval ----- Time interval of this action

<No of Object> numeric ----- Number of Objects

<Object ID> array of numeric ----- Array of Objects identifier

<Space> Trajectory ----- Spatial description of this action
Polylines, Polygons



[Table 4]

Definition of IAct:

begin

Definition of IAct

A list of an IAct, a child Act and a child ball (a child IAct and a child Act, etc. mean an IAct and an Act comprising this IAct)

where

[All the judgment parts and judgment statements with auxiliary functions are linked by AND]

fill

[An element assignment part of a defined IAct]

end

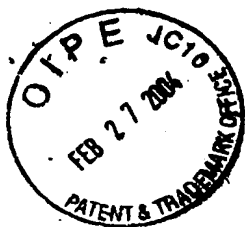
Here, variable symbols in a define statement have respective types which are represented by a first character of each variable. The types are as follows.

Type	Description
f	a frame
t	a time interval (consisting of starting and ending frames)
o	an object
O	a group of objects (consisting of a set of objects and the number of them)
p	a point (consisting of spatial component x and y)
P	a group of points (consisting of a set of points and the number of them)
A	a group of points, which means a polyline linking them
l	a time point (consisting of spatial component x, y and time component t)
L	a group of time points (consisting of a set of time points and the number of them)
i	an integer
d	a real number

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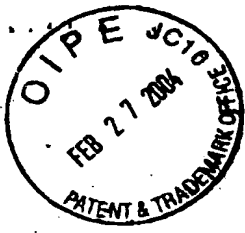
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[Table 5]

Line	Define statement	Description
1	begin	Beginning.
2	iact Through_pass t0 O0 L0	Here, it defines an iact "Through Pass".
3	child_iact 1 Pass t1 O1 L1	iact pass as one comprising this iact.
4	child_act 3 Stay Walk Run t2 o2 false L2	And an Act of defense side player 1 (it means that a player with object ID o2 (Stayed, Walked or Ran) moving on trajectory L2 during time interval t2).
5		
6	child_act 3 Stay Walk Run t3 o3 false L3	An Act of defense side player 2.
7	where	
8	greater_than o2 o3	Two players of the defense side have different object IDs (their IDs are o2, o3).
9	get_object_from_GO o4 1 O1	Take the first player of iact ("Pass") to put in variable o4.
10	not_same_team o4 o2	o4 and o2 are different teams.
11	not_same_team o4 o3	o4 and o3 are different teams.
12	set_length_of_polyline d0 L1	Length of a pass is measured.
13	less_than d0 20.0	Length of 20 m or less.
14	temporal_overlap t2 t3	Two players of the defense side have overlapping time intervals.
15	set_temporal_overlapping_period t4 t2 t3	The overlapping time intervals to variable t4.
16	temporal_overlap t1 t4	There is an overlap in time intervals of t4 and an iact pass.
17	set_temporal_overlapping_period t5 t1 t4	Overlapping time intervals (consequently, overlapping Acts and iact passes of the two players of the defense side) to variable t5.
18	get_frame_start_of_period f0 t5	Put a starting frame of time interval t5 in time point f0.
19	get_frame_end_of_period f1 t5	Put an ending frame of time interval t5 in time point f1.
20	set_ST_GL_dividing_point p0 L2 f0	The position (location) of player 1 of the defense side at time point f0 to variable p0.
21	set_ST_GL_dividing_point p1 L3 f0	The position (location) of player 2 of the defense side at time point f0 to variable p1.
22	set_ST_GL_dividing_point p2 L2 f1	The position (location) of player 1 of the defense side at time point f1 to variable p2.
23	set_ST_GL_dividing_point p3 L3 f1	The position (location) of player 1 of the defense side at time point f1 to variable p3.
24	get_point_from_polyline p4 1 L1	The starting point of a pass to p4.
25	get_point_from_polyline p5 -1 L1	The ending point of a pass to p5.
26	Create_line P1 2 p4 p5	Create a line linking p4 and p5 (a pass course).
27	Create_line P2 2 p0 p1	A line linking p0 and p1 (a line linking the two players of the defense side at time point f0).
28	Create_line P3 2 p2 p3	A line linking p2 and p3 (a line linking the two players of the defense side at time point f1).
29	spatial_cross P1 P2	P1 and P2 are crossing.
30	set_distance_point_and_line d1 p0 p4 p5	The distance from pass course p0 at time point f0 is sought.
31	set_distance_point_and_line d2 p1 p4 p5	The distance from pass course p1 at time point f0 is sought.
32	less_than d1 7.0	The distance is 7 m or less.
33	less_than d2 7.0	Same.
34	spatial_cross P1 P3	P1 and P are crossing.
35	set_distance_point_and_line d3 p2 p4 p5	The distance from a pass course at time point f1 is sought as above.
36	set_distance_point_and_line d4 p3 p4 p5	
37	less_than d3 7.0	The distance is 7 m or less.
38	less_than d4 7.0	
39	fill	If the above conditions are met,
40	t0 t1	Assign the time interval of t1 (iact pass) to t0 (the time interval of an iact through pass).
41	O0 O1	Assign the group of objects of O1 (iact pass) to O1 (the group of objects of an iact through pass).
42	L0 L1	Assign L1 (a trajectory of iact pass) to L0 (spatial representation of iact through pass).
43	end	End.



[Table 6]

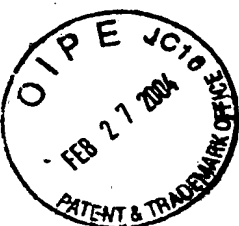
Line Define statement

1 pass:
2 begin
3 iact Pass t0 O0 L0
4 Child_act Kick|Jump|Sliding t1 o1 L1
5 Child_act Run|Stay|Walk t2 o2 L2
6 Ball t3 L3
7 where
8 same_team(o1,o2)
9 get_frame_start_period f1 t3
10 get_frame_end_period f2 t3
11 temporal_overlap t1 t3
12 temporal_overlap t2 t3
13 set_ST_GL_dividing_point p1 f1 L3
14 set_ST_GL_dividing_point p2 f2 L3
15 set_ST_GL_dividing_point p3 f1 L1
16 set_ST_GL_dividing_point p4 f2 L2
17 set_distance_point_to_point d1 p1 p3
18 set_distance_point_to_point d2 p2 p4
19 Less_than d1 0.5
20 Less_than d2 0.5
21 set_Go_from_objects O1 2 o1 o2
22 fill
23 t0 t3
24 L0 L3
25 O0 O1
26 End
27
28 long pass:
29 begin
30 iact Long_pass t0 O0 L0
31 child_iact Pass t1 O1 L1
32 where
33 set_length_of_polyline d0 L1
34 Greater_Than d1 30.0
35 fill
36 t0 t1
37 O0 O1
38 L0 L1
39 end

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[Table 9]

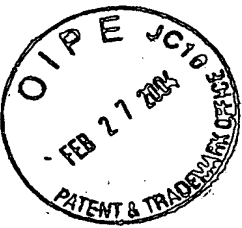
Line Define statement

1 wall pass:
2 begin
3 iact 1-2_pass t0 O0 L0
4 child_iact Pass t1 O1 L1
5 child_iact Pass t2 O2 L2
6 child_act Stay Walk Run t3 o1 L3
7 where
8 get_object_from_GO o2 1 O1
9 get_object_from_GO o3 -1 O1
10 get_object_from_GO o4 1 O2
11 get_object_from_GO o5 -1 O2
12 not_same_team o1 o2
13 same_object o2 o5
14 same_object o3 o4
15 set_temporal_distance_period il t1 t2
16 Less_Than il 5
17 not_same_team o1 o2
18 set_temporal_concatination_period t4 t1 t2
19 temporal_during t3 t4
20 get_frame_start_of_period f1 t4
21 get_frame_end_of_period f2 t1
22 get_frame_end_of_period f3 t4
23 set_ST_GL_dividing_point p1 L1 f1
24 set_ST_GL_dividing_point p2 L1 f2
25 set_ST_GL_dividing_point p3 L2 f3
26 Create_Area A1 3 p1 p2 p3
27 set_ST_GL_dividing_point p4 L3 f1
28 set_ST_GL_dividing_point p5 L3 f3
29 spatial_point_in p4 A1
30 spatial_point_in p5 A1
31 set_ST_GL_concatinate_polyline L4 L1 L2
32 fill
33 t0 t4
34 O0 O1
35 L0 L4
36 end

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[Table 10]

List of group of auxiliary functions:

(1) Functions suitable for soccer

same_team (Player0, Player1)

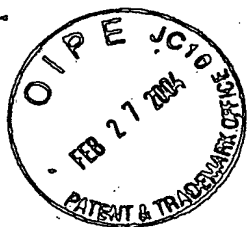
same_team (Player, Location)

It shows whether Player0 and Player1 belong to the same team.

One of them may represent a position such as "GOAL."

(2) Functions that generally hold apart from soccer

#	[Temporal]	
1	get_frame_start_of_period (f1,t1)	Assign the starting point of time interval t1 to f1.
2	get_frame_end_of_period (f1,t1)	Assign the ending point of time interval t1 to f1.
3	set_period_from_frames (t1,f1,f2)	Create time interval t1 from two time points f1, f2.
4	get_period_of_GL (t1,L1)	Assign the lifetime interval of trajectory L1 to time interval t1.
5	temporal_in (f1,t1)	Time point f1 is inside time interval t1.
6	temporal_meet (t1,t2)	t1 and t2 exist in this order, and ending point of t1 and starting point of t2 are the same.
7	temporal_overlap (t1,t2)	There is a time interval overlapping time intervals t1 and t2.
8	temporal_start (t1,t2)	Time intervals t1 and t2 have the same starting point.
9	temporal_finish (t1,t2)	Time intervals t1 and t2 have the same ending point.
10	temporal_during (t1,t2)	Time interval t1 is completely included in time interval t2.
11	temporal_equal (t1,t2)	Time intervals t1 and t2 have the same starting and ending points.
12	temporal_before (t1,t2)	Time interval t1 ends earlier than the starting point of t2. No overlapping time interval.
13	set_temporal_overlapping_period (t1,t2,t3)	Assign the overlapping time intervals of t2 and t3 to t1.
14	set_temporal_concatination_period (t1,t2,t3)	Assign the concatenated time intervals of t2 and t3 to t1.
15	set_temporal_distance_period (i1,t2,t3)	Assign the difference between ending point of time interval t2 and starting point of t3 to i1.
16	set_ST_GL_dividing_locus (L1,t1,L2)	Assign to L1 the trajectory of a part applicable to partial interval t1 of the lifetime interval of trajectory L2.
17	set_ST_GL_concatinate_locus (L1,L2,L3)	Assign to L1 the trajectory concatenating trajectories L2 and L3.
	[Spatial]	
18	set_ST_GL_dividing_point (p1,L1,f1)	Assign the position of trajectory L1 at time point f0 to p1.
19	set_point_from_locus (p1,l1)	Convert a point l1 of trajectory data to position data p1.
20	set_point (p1,i1,i2)	Define position p1 of which x, y coordinates are i1, i2.
21	Create_Polyline (P1,i1,p1,p2,...)	Create line P1 linking point sets made up of p1, p2, ... (the number, i1).



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[Table 11]

(2) Functions that generally hold apart from soccer (continued)

#	[Temporal]	
22	Create_Area (A1,i1,p1,p2,...)	Create polyline A1 linking point sets made up of p1, p2, ...(the number, i1).
23	set_length_of_polyline (d1,X1)	Assign the length of the line shown by X1 to d1. X1 is P or L.
24	set_deistance_point_and_point (d1,p1,p2)	Assign the Euclid's distance between positions x1 and x2 to d1. x is p or l.
25	set_X_distance_point_and_point (d1,x1,x2)	Assign the distance on axis x between positions x1 and x2 to d1. x is p or l.
26	set_Y_distance_point_and_point (d1,x1,x2)	Assign the distance on axis y between positions x1 and x2 to d1. x is p or l.
27	set_distance_point_and_line (d1,x1,P1)	Assign the distance between position x1 and line P1 to d1. x is p or l.
28	set_distance_point_and_Area (d1,x1,A1)	Assign the distance between position x1 and polyline A1 to d1. x is p or l.
29	spatial_point_in (p1,X1)	Position p1 is included in X1. X is P or A.
30	spatial_line_in (P1,A1)	Line P1 is completely included in polyline A1.
31	spatial_apart (P1,P2)	No overlap of two lines p1 and p2.
32	Spatial_line_touch (P1,X1)	There is a shared point between P1 and X1. X is P or A.
33	spatial_through (P1,A1)	P1 is penetrating polyline A1.
34	spatial_overlap (A1,A2)	Two polylines A1 & A2 are partly overlapping.
35	spatial_contain (A1,A2)	A1 is completely included in A2.
36	spatial_area_touch (A1,A2)	A1 and A2 are touching at a point or a line.
37	spatial_disjoint (A1,A2)	No shared part between A1 and A2.
38	spatial_cross (P1,P2)	Two lines P1 and P2 are crossing.
	[Object handling]	
39	same_object (o1,o2)	Two objects o1 & o2 are the same objects.
40	not_same_object (o1,o2)	Two objects o1 & o2 are different.
41	get_object_from_GO (o1,i1,O1)	i1-th element of set of object O1 is o1.
42	set_GO_from_objects (O1,i1,o1,o2,...)	Create object set O1 from o1, o2....
43	get_number_from_GO (i1,O1)	To i1 seeking the number of elements of object set O1.
	[Numerical]	
44	greater_than (x1,x2)	$x1 > x2$, x is f, d, o.
45	less_than (x1,x2)	$x1 < x2$, x is f, d, o.
46	equal (x1,x2)	$x1 = x2$, x is f, d, o.